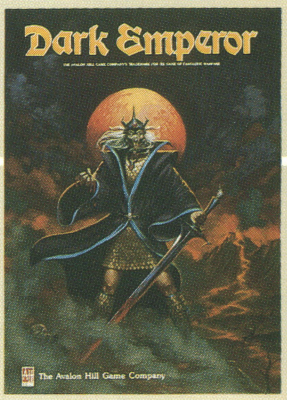
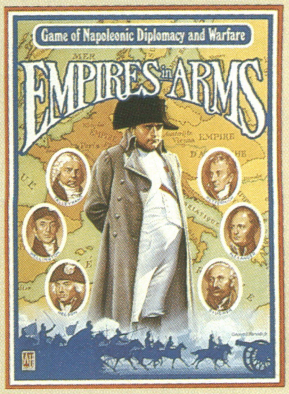
New for Spring 1986...

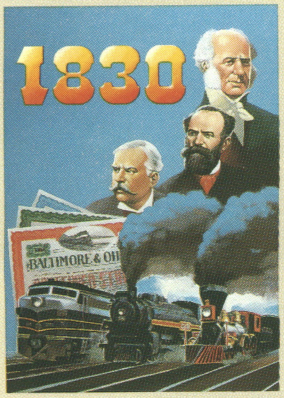


866 Dark Emperor $19 A fantasy wargame encompassing diplomatic, magical and military factors. As a great Necromancer, you enlist mighty heroes and heroines to defeat the forces of evil. Includes full-color mounted mapboard, 16-page rulebook and playing aids for play by two people, ages 12 and up. Rated "6" on the 1-10 complexity scale (1-easiest).

8578 Griffin Island $16 Yet another in the growing series of RuneQuest modules—perfect for the beginning gamemaster. Contains such a wealth of exotic information that it frees the gamemaster from hours of creating and quantifying, allowing him to join in the fun of playing. Ownership of the RuneQuest game itself is required. Any number, 10 & up, can play.

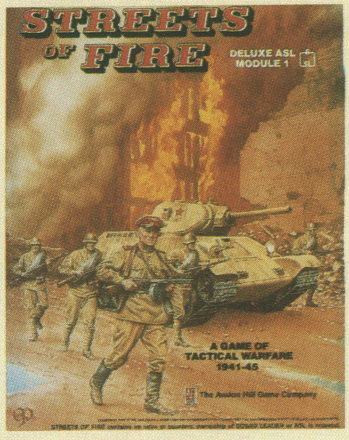
867 Knights of the Air $35 (Available May 1) An authentic re-creation of deadly combat of the World War I air war. Each plane type—Fokkers, Sopwith Camels, Spads, Nieuports, Bristol Fighters and more—have been carefully researched to present the gamer with unparalleled realism. Playable by 2 to 6 players; also great as a solitaire game. Game time: ½ to 2½ hours per dogfight.





864 Empires in Arms $35 A game covering the major elements of diplomacy and warfare during the Napoleonic Wars of 1805-1815. Players act as monarchs of the great European powers, negotiating alliances while maneuvering naval and land military units in the constant struggle for survival and prestige. Contains multiple scenarios for 2 to 7 players, ages 12 & up.

869 1830: Game of Railroads & Robber Barons $23 Set in the northeast US, 1830 captures the drama and excitement of the romance of railroad building in that early era. Players wheel and deal as did the ruthless real-life manipulators: Jay Gould, Vanderbilt, Jim Fisk, J.P. Morgan, etal. Random luck is minimal; players' cunning and skill dictates who wins. For 2 to 6 players, ages 12 & up.



8701 Streets of Fire $28 (Module #1) A Deluxe Advanced Squad Leader module, includes 4 mapboards featuring enlarged 2.2" hexes designed especially for use with miniature figures. Comes with 10 new scenarios. Not a complete game; Advanced Squad Leader Rules (#870) required for play. Not for beginners; requires familiarity with the complexities of the Squad Leader system of play.

6360 OD $8 A unique blend of skill and chance in a card game for 2 to 4 players. A family game readily learned in minutes, it can be difficult to master because of the numerous decisions that must be made: i.e., when to play the Thief, Assassin and other numerous special cards that make up the 62-card deck. Typical game lasts 30 minutes.

Look Inside for the Entire Line...

★ ROLE-PLAYING GAMES ★ STRATEGY GAMES
★ LEISURE TIME GAMES ★ HISTORICAL BATTLE GAMES
★ SPORTS ILLUSTRATED GAMES

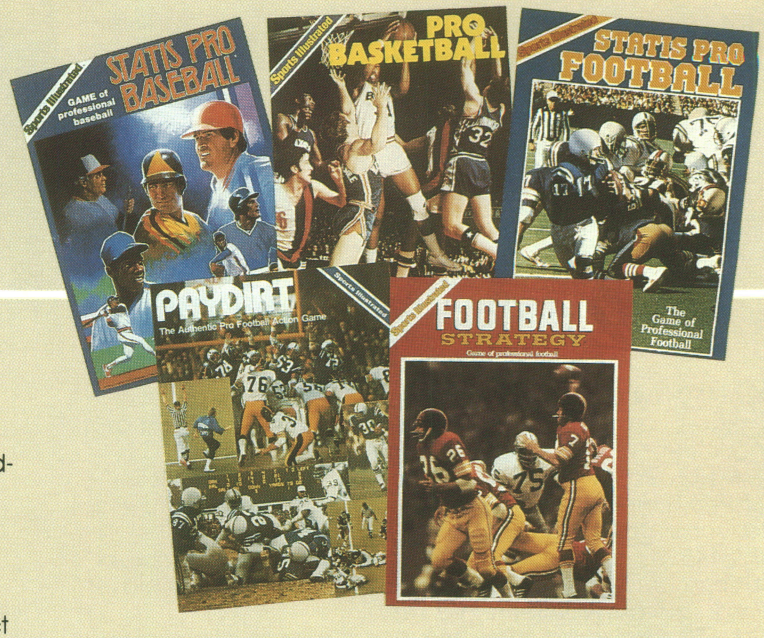
The Avalon Hill Game Company
GAMES OF STRATEGY
4517 HARFORD ROAD ★ BALTIMORE, MARYLAND 21214 ★ 301-254-5300

Adult/Strategy Games. . .

200 The Legend of Robin Hood $8 A strategy game for 2 players. The Outlaw player mobilizes the Band of Merry Men and uses them to harass the Sheriff, rob rich travelers, safeguard Maid Marion, and gain the Pardon of King Richard.
203 Naval War $6 A card game of strategy, skill, and luck based on World War II naval combat.
501 Gettysburg $16 Includes 1,040 counters and realistic mapboard in a game pitting Generals Meade and Lee in the Civil war's most famous battle.
502 Tactics II $11 Best "beginner" game and very first commercial battle game ever produced . . . still a classic. No military experience or knowledge necessary.
508 D-Day $14 "An authentic reproduction of the WWII invasion," according to officers at Camberly British Military Academy. Players—acting as supreme commanders—have the opportunity to re-create history.
600 Afrika Korps $14 Field Marshal Erwin Rommel's daring exploits re-created in this historical replay of this tactical square off between General Montgomery and the great Desert Fox.
601 Midway $16 The WWII Pacific engagement that kept San Francisco out of Japanese hands; faithfully authenticated by the hero, Rear Admiral C. Wade McClusky.
705 War at Sea $10 European theatre aerial/naval action of WWII. Ideal starter game for historian, military buff, and novice; 2 or more players, ages 12 & up.
709 Wooden Ships & Iron Men $14 Twenty-seven different battles from the age of fighting sail. Re-creates Trafalgar, Battle of the Nile, Lake Erie, plus many more of the 1776-1815 era.
715 Victory In the Pacific $14 The great land, air, and sea forces collide to win control of the Pacific in this introductory type game of World War II strategic battles.
717 Magic Realm $16 Most exciting fantasy design ever; a brand new, patented concept in role-playing for up to 16 players.
718 Russian Campaign $14 Corps level game covers entire WWII eastern front action. Features double-impluse movement system that realistically re-creates the German blitzkrieg.
722 Battle of the Bulge $16 Complete re-design of the original 1965 version, now with scenarios, authentic research, and realistic new mapboard.
800 Shakespeare $15 Three games in one; played like Parcheesi. Contains synopsis of all 37 Plays with memorabilia on the great bard himself.
801 Word Power $15 A vocabulary-building game combining knowledge, strategy, and a bit of poker-like bluffing for 2 to 4 players.
805 Stock Market $15 "Outstanding product for the times," eulogized Chicago Today magazine. Contains no dice; plays like the real stock market. For 2 or more players.

807 Panzerblitz $18 All-time best seller—but for hard-core wargamers only. Actually 12 games in one; each re-creating a different battle drawn from the WWII eastern front.
809 Luftwaffe $16 A true-to-life simulation of the Allied bombing, and Germany's attempts to neutralize it with their superbly trained airforce. For experienced gamers only.
812 Panzer Leader $18 20 different games in one package; each a replay of a famous WWII western front situation involving armored tactics. For hard-core only.
813 Third Reich $18 Voted "best game of all time" two years running. Game re-creates WWII total European theatre.
818 Kingmaker $16 War of the Roses; a political and military struggle between Royalty and Nobles during the British Civil War late 15th century.
819 Diplomacy $18 Up to 7 player game of international intrigue. Realistic game of strategy without dice; as players guide the destinies of European powers circa 1901 on.
822 Squad Leader $22 A one-on-one miniatures type tactical game of WWII combat. Game re-creates all the fast, furious action of Russian, German, and American warfare, for hard-core only!
8221 Cross of Iron $18 An extension of the award-winning Squad Leader game. Winner of national award for "best graphics".
8222 Crescendo of Doom $18 Second extension of Squad Leader, involving tactical warfare on the Western Front, 1939-1941.
8223 G.I. Anvil of Victory $30 Third and largest Squad Leader expansion gamette! Players command the full arsenal of U.S. fighting men and machines of WWII.
8225 Beyond Valor $40 The first ASL module; includes 10 new scenarios, 4 new city mapboards, a complete German and Russian TO&E, plus 12 sets of troop counter sheets. ASL Rules (not included) required for play.
824 Dune $16 Space civilization power struggle game; repackaged with graphics from the movie based on the game.
8241 Spice Harvest $10 The first of the **Dune** game modules re-creating the conflicts for control of the life-preserving mineral.

Sports Illustrated®



814 Baseball Strategy $15 Companion game to award-winning Football Strategy; devoid of traditional luck elements. Outcome determined solely on players' skill. Includes Handbook of Official Rules.

815 Football Strategy $15 "Best football game ever invented," stated Sports Illustrated, spawning a host of imitators. Includes Football Widow's Handbook, a perfect gift item for male and female alike.

9100 Bowl Bound $15 Bookcase revision of S.I.'s earlier version, College Football. But with new rules played from statistics for 32 major college teams.

9140 Superstar Baseball $15 Bookcase revision contains 10 new "all-time-all-stars" in a game that can be played solitaire as well as head-to-head.

9150 Paydirt $18 Coach actual AFL/NFL teams, calibrated to perform as they do in real life, authenticated for accuracy by Sports Illustrated's game-design staff.

9240 Statis Pro Baseball $23 Sports Illustrated's new game, with over 700 player cards for every current big league player. Statistically accurate so players can faithfully re-create entire season.

9250 Statis Pro Football $25 Over 1300 pro players, including offensive and defensive linemen on individual "stat" cards highlight an exciting game of coaching skill.

9260 Pro Basketball $16 Contains Player cards of every player who performed in the season just passed, statistically designed so that they can perform just as they did in real life. Great solitaire game!

9320 Regatta $18 A Sports Illustrated strategy game re-creating the joys and pitfalls of yacht racing. Ideal family and party game for 2 to 6.

9240 Title Bout $18 Championship boxing with over 400 past and present boxers, individually rated.

9520 USAC Auto Racing $16 The official game of the United States Auto Club. Re-creates championship auto racing, including the Indy 500. Includes full color pix of the 33 qualifying drivers.

9600 Pro Golf $11 Top 36 money-winners compete in this statistical replay. Great solitaire as well as head-to-head strategy game.

9840 Pennant Race $14 The game that enables you to replay an ENTIRE baseball season, either solitaire or multi-player. Make trades, bring up players from the minors, build up a balanced team with offense, defense, speed, pitching and relief to fight for the elusive flag!

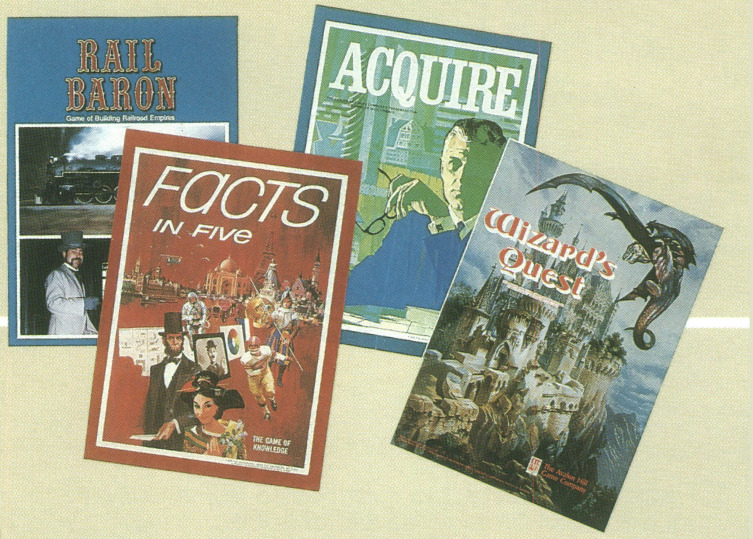
9900 Pro Tennis $16 The top 50 men and 50 women tennis stars perform in this statistical replay sports game. Great solitaire; any number may play.

SC2 Speed Circuit $14 Three courses—Monza, Monaco, and Watkins Glen —provide the settings for players seeking to show off their superior skills in this all-skill Grand Prix classic.

WP2 Win, Place & Show $14 Players become owner, handicapper, jockey, where strategic selections in purchasing and betting combined with skillful riding determines the wealthiest player.

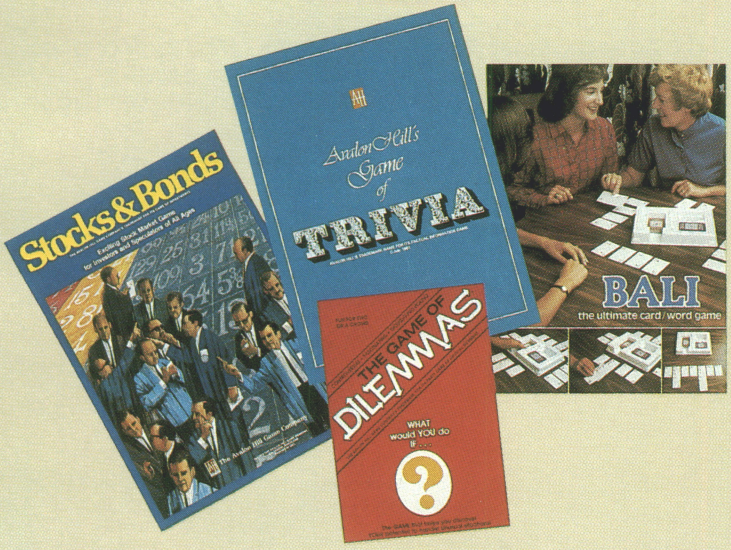
prices shown subject to change

Leisure Time and Family Games. . .



GA-110 Twixt $21 Connect an un-interrupted chain of linked pegs in this chess-like strategy game of move and countermove. Both 2 and 4-player game.
GA-132 Go $21 National game of Japan, involves classic elements of strategy, defense, seizing, capture and territorial conquest. Two-players, teen thru adult.
GA-140 Acquire $21 Game of hotel investment; object is to form and expand chains to become wealthiest player. For 2 to 6 players, teen thru adult.
GA-170 Stocks & Bonds $15 Great mixture of luck and skill. Unexpected price fluctuations determine who suffers a Black Friday or benefits from a Happy Monday. Two to 8 players, teens thru adult.
205 Venture $7 Quick-play, fast-paced card game for 2 or more players; wheeling and dealing to acquire control of hi-tech industries.
GA-260 Facts in Five $16 For any number, even solitaire, testing one's knowledge in a variety of categories. Great for parties. Special rules allow children to compete with adults.
GA-270 Feudal $21 Medieval war game: armies move in chess-like fashion to maneuver kings, princes, dukes, knights, squires, sergeants, archers, and pikemen. For 2 to 6 players.
GA-295 Rail Baron $15 A fast paced game of railroad monopoly. Players buy railroads to build empires in a game designed to recapture the flavor of railroading's heyday. For 3 to 6 players.
305 Book of Lists $11 Based on the #1 bestseller, includes lists from the Bantam Book plus many new ones. Great leisure time game of the Facts in Five mold.

1984 Class Struggle $16 Humorous and educational game of life in capitalist America. From 2 to 6 players take parts of Workers or Capitalists.
2080 Sleuth $7 The classic "secret gem" card game; ideal for 2 to 4 players skilled in logic and deductive reasoning.
6285 Image $6 Exciting trivia-type card game for 2 or more people; based on one's knowledge of famous personalties.
6350 Dilemmas $6 An ideal party game for two or more players! The object is for individuals or teams to solve a real life problem.
6355 Inventions $6 Part book, part game! Object is to test one's powers of perception by guessing for what and why the 106 wackiest inventions were patented. Fun for 2, a party crowd, even solitaire play.
7000 Game of TRIVIA $38 Contains 6,600 questions and answers on high-quality individual glossy cards, collated and ready for play. *"Best trivia game, among year's top 10 boardgames,"* OMNI Magazine.
7001, 7002, 7003, 7004 Trivial Pursuit Cards $10 ea. Four separate gamette packages, each containing 1,650 questions and answers for use with many other games including *Trivial Pursuit*.
9700 Bali $6 For those who love word games. For those who love card games. Bali is both! Object is to build the longest words. Exciting even as a solitaire game.



prices shown subject to change

8242 The Duel $14 The **Dune** game module that re-creates the situation that builds to a crescendo in the movie DUNE.
825 Wizard's Quest $16 Battle a dragon and orcs in this fantasy treasure hunt on the fantastic island of Marnon.
827 War and Peace $16 Game tracing the rise, fall, return and final defeat of Napoleon Bonaparte.
836 Storm Over Arnhem $16 A re-creation of the bloody real-life WWII battle for control of the strategic Belgian-German border town; features innovative area-movement system.
837 Civilization $22 A 2 to 7 player game that requires skillful political, economic, and military maneuvering in order to build the "best" civilization during the "heroic age" 8000BC to 250BC.
839 Titan $16 A fantasy strategy game for 2 to 6 players. Each player maneuvers to raise the strongest Legions of monstrous creatures, such as Dragons and Hydras.
847 Bull Run $16 A gamer's re-creation of the first battle of Bull Run; capturing the tactics and feel of a civil war battle with a system that is easy to comprehend.
849 Dragon Pass $16 The award-winning Dragon Pass, revised and improved, catapults 2 to 4 adventurous players into the titanic struggles of the mystic and dangerous land of Glorantha.
850 Elric $16 An easy-to-learn game of world conflict; gamers manipulate armies and personalities of mythical nations in a fantasy boardgame based on the Michael Moorcock epics.
851 B-17 $16 A re-creation of the bombing missions and aerial combat of the B-17 "Queen of the Skies" of the U.S. 8th Air Force over Europe during WWII. Designed primarily for solitaire play.
853 Up Front $25 The Squad Leader Card Game—a game of man-to-man infantry combat set in WWII Europe. 12 complete scenarios provide up to 48 different games in one package.
8531 Banzai $12 The first of the **Up Front** game modules, expanding upon the 1983 Charles S. Roberts Award-winning system. Includes 12 SW Pacific scenarios. Ideal for solitaire play. **Requires ownership of UP FRONT.**
854 Panzerkrieg $18 An operational level simulation of the various Axis and Soviet campaigns 1941-44; a glorification of the genius of General von Manstein's principles of war.

855 Panzergruppe Guderian $18 The in-depth study of the German offensive into Russia during WWII; recommended for WWII aficionados.
857 RuneQuest (Deluxe Version) $38 #1 in Great Britain; adds sorcery to a time-tested system that includes Players Book, Magic Book, Creatures Book, Gamemasters Book, Introduction to Glorantha Book, two Players Notes Booklets, full-color Map plus polyhedral Dice.
8571 RuneQuest (Players Box) $20 The "cut-down" version of the deluxe game includes Players Book, Magic Book, Players Notes Booklets, Dice . . . all one needs to get into play quickly.
8572 RuneQuest (Gamemasters Box) $25 Specially designed for gamemasters includes those components of the deluxe version not found in the Players box. Comes with Gamemasters Book, Creatures Book, Introduction to Glorantha Book, Game Aids and full-color Map.
8573 Monster Coliseum $16 The first of the **RuneQuest** modules; focuses on role-playing events that occur in the early Roman era.
8574 Human Adventurer Supplement $10 Module #2 for use with the **RuneQuest** role-playing system. Not a game; use as Playing Aids for scorekeeping.
8575 Non Human Adventurer Supplement $10 Module #3 for use with **RuneQuest**; includes scoresheets for 16 of the most imaginatively unique **RuneQuest** characters possible.
8576 Vikings $21 Module #4; comes complete for role-playing with all playing aids except rules—either Deluxe **RuneQuest** or **RuneQuest** Players Box required.
859 Stellar Conquest $24 A science-fiction game of intergalactic conquest based in the 25th century.
860 Firepower $22 Man-to-man combat involving modern day weaponry and its effects on military tactics and strategy.
861 Hitler's War $18 Three games set: **Operation Barbarossa, Fall of Germany** and **War of Europe**. Examines WWII in Europe at several levels, focusing on political as well as military decision-making.
862 Devil's Den $23 3 games in one; a battalion and company level game depicting the fierce fighting at Gettysburg that became the turning point of the Civil War.
863 Yellowstone $18 A wildlife survival game realistically re-created by the Yellowstone Park Library and Museum staff.
865 Russian Front $23 The result of another major advance in the state of the art; an innovative treatment of a strategic level game of warfare on the Eastern Front in World War II.
870 Advanced Squad Leader $45 Not a full game, but a complete set of rules tying together the entire **Squad Leader** system, including the modules **Cross of Iron, Crescendo of Doom** and **G.I. Anvil of Victory**. Also required for play of new modules **Streets of Fire** and **Beyond Valor**. Comes in a 3-ring binder with appropriate foldout charts and playing aids . . . all packaged in a handsome full-color sleeve.
895 Outdoor Survival $18 A five-game package, each simulating a different aspect of managing in the wilderness. Includes "Handbook of Survival Tips" for use in real life.
8926 Dauntless $16 A colorful game of plane-to-plane combat in the Pacific.
8928 Air Force $16 Highly popular game that captures the flavor of the air war in Europe.
8930 Flat Top $22 A demanding, accurate and fun game of Pacific carrier battles.
8939 Circus Maximus $9 Game of chariot racing in ancient Rome. Multi-player game of skill. Three levels of play.

The Classics. . .

201 Hundred Days Battles $6 Strategy game for 2 or 3 players re-creating the Waterloo Campaign.
202 Little Round Top $6 Strategy game for 2 players which re-creates the critical stand of the 20th Maine Regiment of the Battle of Gettysburg.
206 Battle for Italy $6 A strategy game for 2 players which re-creates a criticial period of Napoleon's 1796 Italian Campaign.
516 Waterloo $14 The Prussians, British, and French square away on the most famous battlefield in all history to decide the destiny of France.
518 Stalingrad $14 Early-vintage battle game featuring strategic problems of the German invasion of Russia, 1941-43.
700 Blitzkrieg $16 A fictionalized simulation of Germany's breakout in WWII; based on records furnished by the Office of the Chief of Military History, Wash., D.C. Not for beginners.
703 Jutland $13 A miniatures style re-creation of the historic WWI confrontation between entire fleets of the British and German Navies in the North Sea.
704 Anzio $14 WWII re-creation of the Allied amphibious invasions to secure the Italian peninsula leading to the heart of Europe.
706 Caesar Alesia $14 The Epic battle of Alesia—51 B.C., re-creating Julius Caesar's finest hour; a two-day battle featuring 10 Roman legions and 80,000 Gauls.
707 Submarine $16 Launch torpedoes; make depth charge runs. As captain of a submarine or destroyer, players must prevent opponents from accomplishing their missions in this tactical re-creation of WWII undersea warfare.
719 Bismarck $16 Three games in one: all a re-creation of the legendary chase during WWII of the mammoth German battleship.
721 Longest Day $65 The invasion of Hitler's Festung Europa day-by-day, yard-by-yard, June 6, 1944.
803 Tuf $19 A fast-paced game designed to reinforce math principles. Excellent for family fun, or as an educational tool using wooden numbered blocks.
804 Tufabet $19 Play is simultaneous; all players rush to complete the best crossword solutions using imported embossed wooden block letters.
808 Business Strategy $14 A two-game package for aspiring Howard Hughes types; one for family fun and the other for the serious business student.
811 Richthofen's War $14 Epitomizes the mystique and charisma of the infamous Red Baron, last of a gallant and chivalrous breed in this game re-creating WWII aerial dogfighting.
816 Basketball Strategy $15 Like Football Strategy game appeals to those who understand nuances and subtleties of real-life basketball strategy.
817 1776 $16 Six game package; each covering a glamorous aspect of the war for independence. Designed for both the novice and the hard-core gamer.
820 Starship Troopers $16 Re-creation of novel of same name by Richard Heinlein, first Grand-Master of Sci-fi. Novice and aficionado alike will enjoy this 22nd century setting.
821 Arab-Israeli Wars $16 Tank battles in the Middle East wars since 1956, adding modern tanks, missiles, and desert-war tactics to the immensely popular Panzer Leader system.
826 Napoleon $14 Embossed wooden playing pieces make for an unusual format that blends hidden strategy and maneuver along the roads of Belgium. For novices and hard-core alike.
828 Fortress Europa $16 Re-creates Allied campaign from D-Day to March 1945.
830 Gunslinger $20 The wild, wild west lives again in this authentic re-creation of the exploits of Wyatt Earp, Doc Holliday, the Daltons, Wild Bill Hickok, the James Gang, many more.
831 Guns of August $17 A re-creation of World War I in its entirety; all the original corps are at players' disposal to maneuver as respective commanders-in-chief.
833 Down With the King $11 A fantasy game of treachery and intrigue set in a 16th century royal court; ideal for 2 to 6 players.
834 Freedom in the Galaxy $20 A fantasy science-fiction "space opera" pitting the Rebels (good guys) against the Empire (bad guys) for control of the galaxy.
835 PanzerArmee Afrika $16 The classic WWII desert confrontation between Field Marshal Rommel and the Allies that picks up where the history books leave off.
838 Dragonhunt $16 A game for 2 to 6 persons that catapults the player into the mysterious land of Arawan. There each player is challenged to liberate Arawan from the menace of the great Dragon.
842 Wizards $20 A fascinating experience for up to six players. Together you strive to save a beautifully detailed, fantastic realm from the greedy clutches of true Evil. A race against Evil that is a thrill for all.
843 Conquistador $18 For one to 4 players—based on the exploration and conquest of the New World in the 16th century.
844 Frederick the Great $12 Classic game of 18th century conflict, when warfare was an elaborate and deadly game of chess, emphasizing logistics and subtle maneuver.
845 Mystic Wood $11 Fantasy game for 2 to 4 players, set in an ever changing forest that lies somewhere between Earth and Heaven. Inspired by several romantic epic novels of the 16th century.
846 Napoleon at Bay $22 One of Napoleon's finest campaigns, re-created in authentic terms for the dedicated historical gamer.
852 Powers & Perils $24 Two years in the making; the innnovative 5-book fantasy role-playing system designed expressly for sophisticated gamers.
8520 Book of Tables $10 Powers & Perils accessory kit designed expressly for use by gamemasters; includes character sheets, screens, combat tables.
8521 Tower of the Dead $10 First in the series of **Powers & Perils** modules; a role-playing adventure to destroy the Nilderanthrib before his evil can spread.
8522 Perilous Lands $20 The 2nd in the series of **Powers & Perils** adventure modules; establishes the continent for travel in **P&P**.
858 Lords of Creation $12 Introductory level role-playing system set in any time frame: past, present or future.
8581 Horn of Roland $8 First **Lords of Creation** expansion module; a special adventure to start new characters on a path towards becoming one of the Lords of Creation.
8582 Yeti Sanction $8 The 2nd **Lords of Creation** module; an adventure to rescue the kidnapped secretary of state from a world-wide terrorist gang.
8583 Omegakron $8 The 3rd **Lords of Creation** role-playing module depicting life in the city of Akron 200 years after the holocaust.
6310 Intern $13 Realistic boardgame of internship, medical diagnosis & treatment. Designed by doctors.
6335 Black Spy $6 A quick-play strategy game of cards; utilizing an innovative system and a 5-suited deck of cards.
6340 Gold $19 A financial game that combines simplicity and the feel of high finance; international money investing for 2 to 8 players of all ages.
8925 Fury in the West $15 A fun, yet simple game of Civil War Battle of Shiloh.
8931 Alpha Omega $14 A fast paced exciting game of space combat.
8935 Machiavelli $14 An intriguing game of Renaissance political corruption in Italy.
8941 Samurai $14 Diplomatic struggle of feudal Japan.
8943 Gladiator $9 Features 3-dimensional "men," to better simulate the savage splendor and pageantry of man-to-man combat in the coliseum of ancient Rome.
9800 Slapshot $9 Wheeling and dealing card game for hockey nuts of all ages. Assume the role of team manager; improve team by drafting and trading players such as Bobby Howl, LeGoon, Gay Blade, Hip Checker. Slash Gordon, Puck Rogers, 66 in all. Two to 10 can play.
9950 Decathlon $16 The track and field game by Sports Illustrated that most closely re-creates the 10 Olympic events, and the accomplishments of the 7 most famous decathletes ever.
GA-120 Oh-Wah-Ree $11 Swift game of capture. Based on 3500 year old game of "pebbles in pits." Ideal both for adult vs. adult and child vs. child.

Alphabetical Listing by Game Title. . .

Title	Game No.	Retail Price
ACQUIRE	GA140	$21.00
ADVANCED SQUAD LEADER	870	$45.00
AFRIKA KORPS	600	$14.00
AIR FORCE	8929	$16.00
ANZIO	704	$14.00
ARAB-ISRAELI WARS	821	$16.00
BALI	9700	$ 6.00
BANZAI	8531	$12.00
BASEBALL STRATEGY	814	$15.00
BASKETBALL STRATEGY	816	$15.00
BATTLE FOR ITALY	206	$ 6.00
BATTLE OF THE BULGE	722	$16.00
BEYOND VALOR	8225	$40.00
BISMARCK	719	$16.00
BLACK SPY	6335	$ 6.00
BLITZKRIEG	700	$16.00
BOOK OF LISTS	305	$11.00
BOOK OF TABLES	8520	$10.00
BOWL BOUND	9100	$15.00
B-17	851	$16.00
BULL RUN	847	$16.00
BUSINESS STRATEGY	808	$14.00
CAESAR ALESIA	706	$14.00
CIRCUS MAXIMUS	8930	$ 9.00
CIVILIZATION	837	$22.00
CLASS STRUGGLE	1984	$16.00
CONQUISTADOR	843	$18.00
CRESCENDO OF DOOM	8222	$18.00
CROSS OF IRON	8221	$18.00
DARK EMPEROR	866	$19.00
DAUNTLESS	8926	$16.00
D-DAY	508	$14.00
DECATHLON	9910	$16.00
DEVIL'S DEN	862	$23.00
DILEMMAS	6350	$ 6.00
DIPLOMACY	819	$18.00
DOWN WITH THE KING	833	$11.00
DRAGONHUNT	838	$16.00
DRAGON PASS	849	$16.00
THE DUEL	8242	$14.00
DUNE	824	$16.00
1830	869	$23.00
ELRIC	850	$16.00
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